

# Sameer Bashir

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## EDUCATION

### University of Central Florida

Orlando, FL

*Bachelor in Computer Science, Minor in Psychology*

*May. 2022 – May 2026*

- Relevant Coursework: Calculus 1 and 2, Intro to C, Object Oriented Programming, Computer Science 1 and 2, Intro to Discrete Structures, Algorithms in Machine Learning, Mobile Dev, Web UX, Matrix and Linear Algebra

## EXPERIENCE

### ACM (Association of Computing Machinery) – Vice President

June 2023 – Present

*University of Central Florida*

*Orlando, FL*

- Led workshops assisting in coding help as well as to be able to make a discord bot using API and an embedded systems workshop
- Worked with DJI Tello drones to be able to control them remotely as well as allowing them to move with our hands and speech to be able to move in certain directions.
- Assisted frontend development of our club website with other members to be able to have a place to store all our info

### Teaching Assistant for Introduction to C Programming

Aug. 2024 – Dec. 2024

*University of Central Florida*

*Orlando, FL*

- Assisted students in the intro to C class with their programming assignments and GitHub traversal
- Held office hours for students who needed extra help and was able to assist them one on one
- Got experience grading different types of code from multiple students and knowing where and when to give points

## PROJECTS

### Shipwreck Showdown | *Unity, Mirror API, Aseprite, GitHub*

Oct. 2024 – Oct. 2024

- Created a network multiplayer game using Unity and Github and mirror api in 36 hours and won the award for best game at Knighthacks VII among 600+ competitors
- I worked in a team of 4 people and I was in charge of creating the UI and implementing music or sound effects for the game and programming how the health works
- Creating this game helped me work better in a team and we were able to communicate well and have zero merge conflicts throughout our entire process

### Tetris in Godot and Unity | *Unity, Godot, C Sharp, Godot Script, GitHub*

Aug. 2024 – Oct 2024

- Recreated the popular game Tetris in Godot as well as in using Godot Script and C Sharp respectively implementing features such as quickdrop, level system, score calculator and ghost pieces
- Used tilemaps to create the game board as well as implement the tetriminos on the board, and to use coordinates to manipulate each different piece and rotation and figured out unique ways to implement different features on different engines

### Flaw of This World | *Unity, C Sharp, Aseprite, GitHub*

Aug. 2024 – Present

- Begun progress on creating my own unique 2D boss rush game in Godot using Godot Script as well as using Aseprite for the pixel art for the game
- Planned to program many different attacks and spells with unique animations as well as different bosses and moves

### Client Website | *Figma, JavaScript, HTML, CSS, GitHub*

Aug. 2024 – Dec. 2024

- Worked in a team to program and design a website for a mental health service ran by a client who was in need of a site for her business, as well as deploying it properly with our database
- Collaborated with other team members to be able to design a website suited to our clients needs, while also communicating and collaborating with the client and each other to ensure a smooth working environment

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++ (Leet Code Proficient in C++, 180 day streak), C Sharp, SQL, JavaScript, HTML/CSS, R

**Frameworks:** React, Firebase, Unity, Godot

**Developer Tools:** GitHub, Git, Visual Studio, Virtual Box, Azure Cloud, SolidWorks, Aseprite, Figma